

1/7

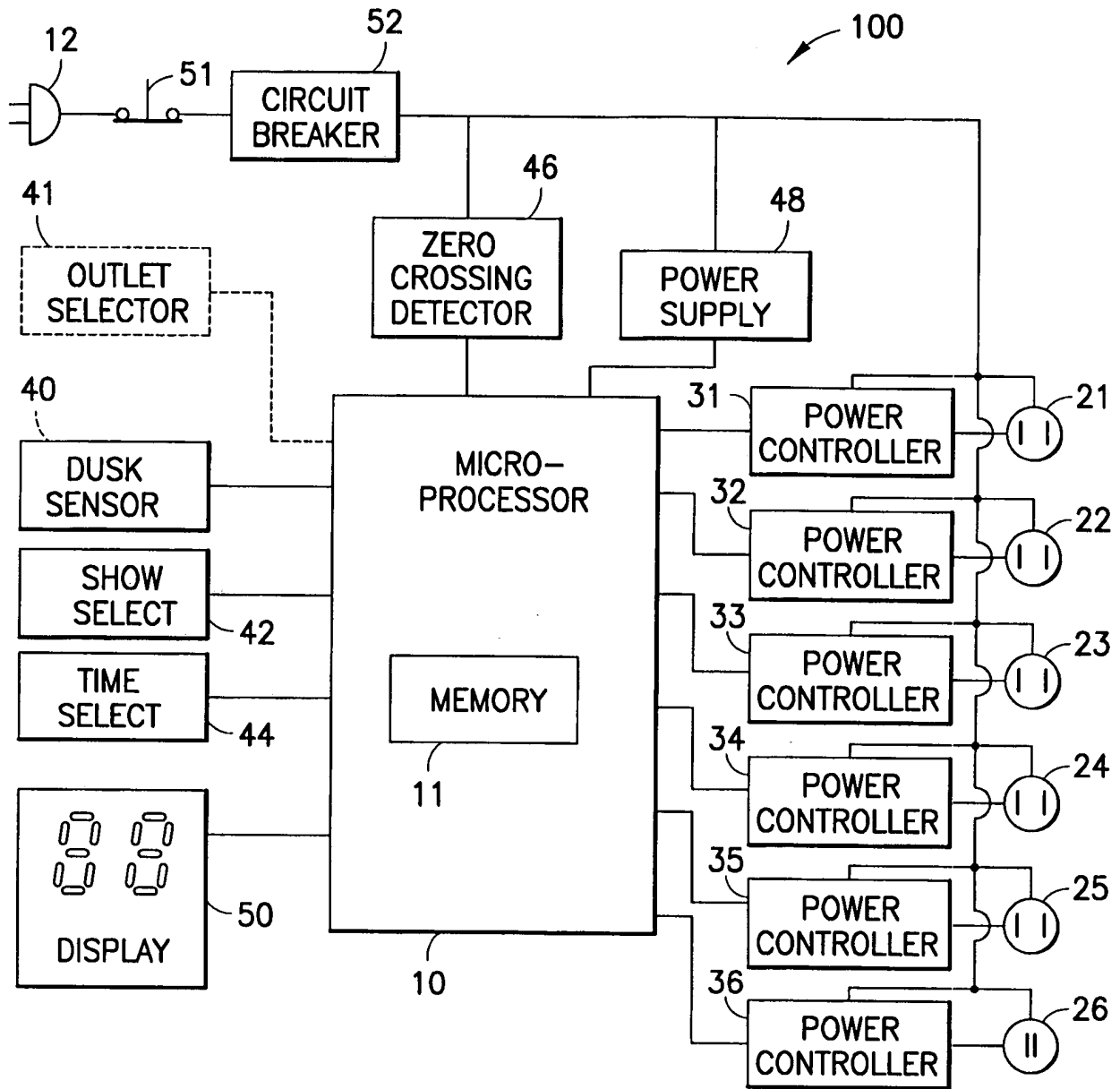


FIG.1

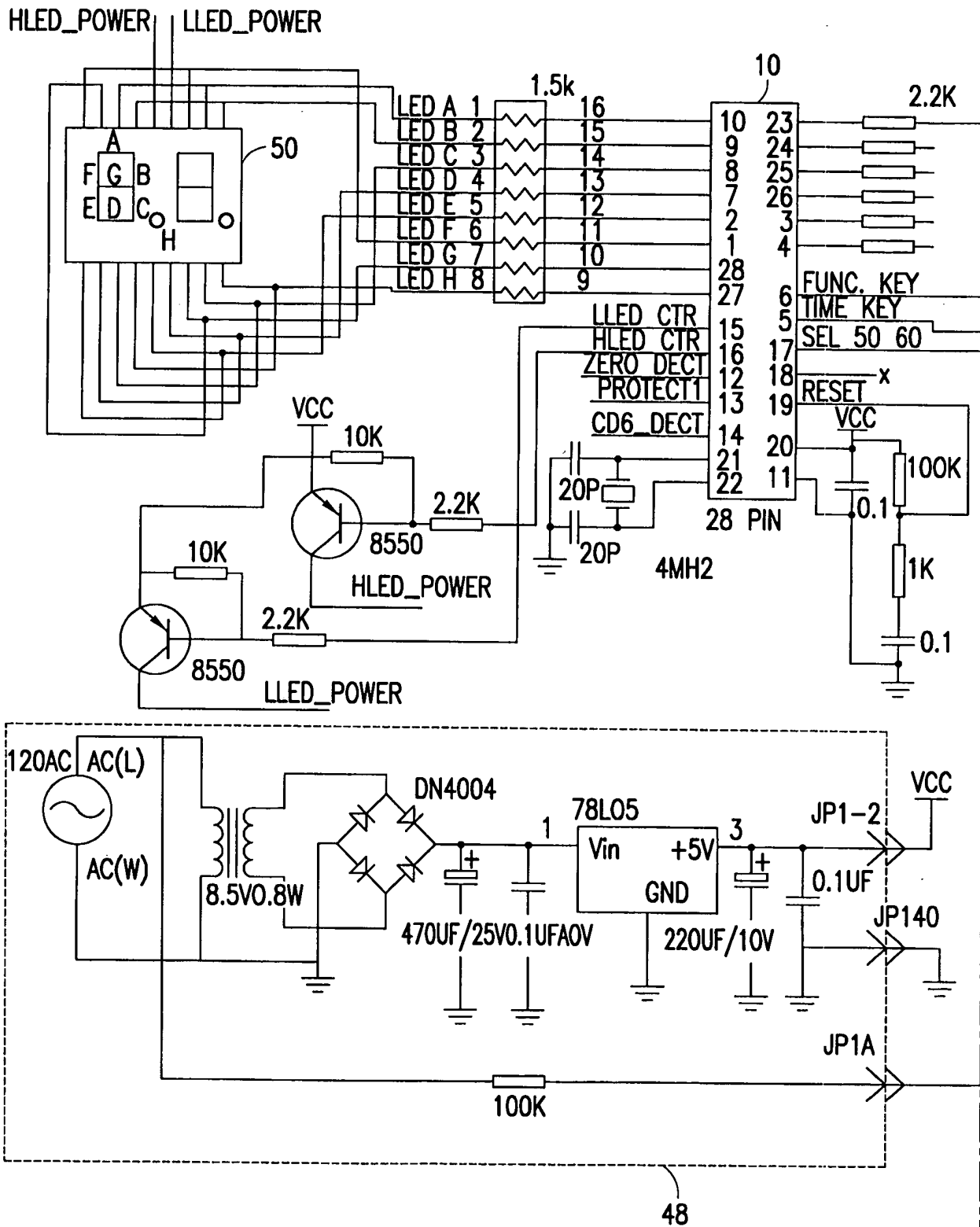
TIMER SETTING:

ALWAYS ON—STEADY ILLUMINATION  
 OFF  
 DUSK—ON FOR 2 HOURS  
 DUSK—ON FOR 4 HOURS  
 DUSK—ON FOR 6 HOURS  
 DUSK—ON FOR 8 HOURS  
 DUSK TO DAWN  
 OUTLET OVERLOAD

DISPLAY WILL READ:

AO  
 OF  
 2H  
 4H  
 6H  
 8H  
 dd  
 ER

FIG.3



**FIG. 2A**

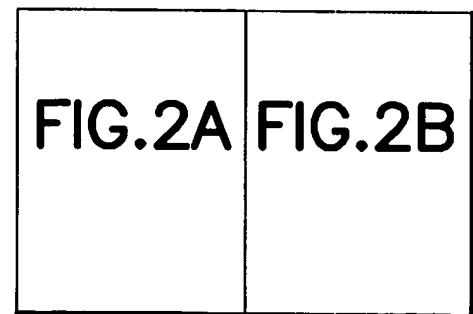
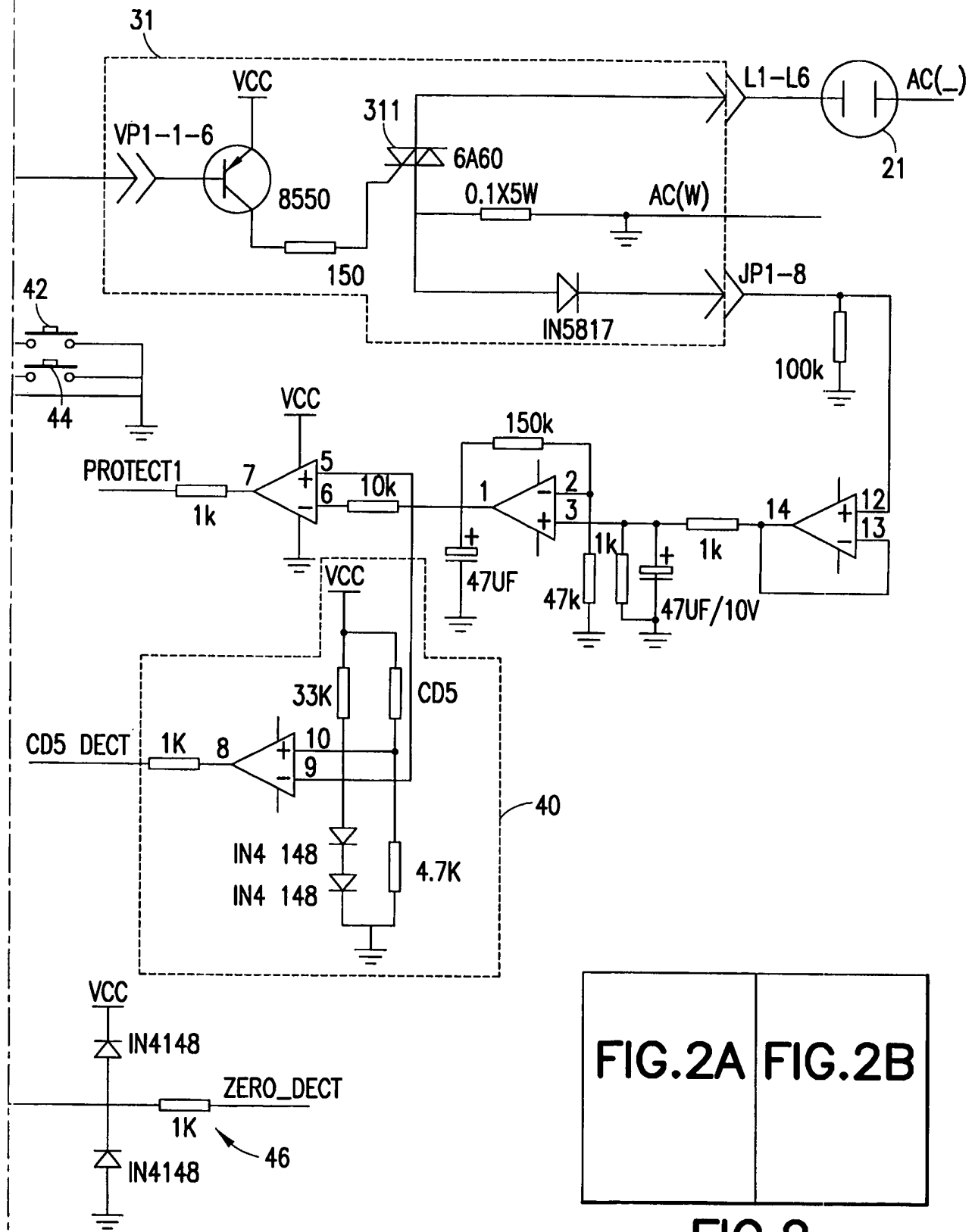


FIG. 2

FIG. 2B

SHOW NUMBER	SHOW DESCRIPTION
01	STEADY ON
02	Steady On (no effects) CASCADING FLASH/FADE ON
03	Progressive/3 Flashes and Fade On/Chase Up FLASH/FADE ON
04	Progressive 8 Flashes/Progressive Fade On/Flash Twice/Down to Steady On FADE UP AND DOWN
05	Progressive Fades On/Steady On/Regressive Fades Off to Total Off MEDIUM SPEED FADE ON
06	Progressive Med. Speed Fade On/Cycles Twice/Steady On SLOW FADE ON
07	Progressive Slow Fade On/Off/Steady On RANDOM FLASHING AND FADING
08	Random Flash/Random Fade On in Random Sequence (ideal for Halloween Decorating) VARIABLE CHASING
09	Progressive Slow Chase/Speeds Into Fast Chase Up/Regressive Chase/Sequence Chase Up/ Sequence Chase Down/Progressive Chase/Regressive Chase CASCADE CHASING
10	Progressive Medium Speed Chase Up -9 cycles CASCADE CHASING UP AND DOWN
11	Progressive Medium Speed Chase Up/Progressive Medium Speed Chase Down FAST CHASING
2	Progressive Fast Chase CASCADING FADE ON/FADE OFF
3	Progressive Fade On To Steady On/Progressive Fade On to Off 3 X 2 CASCADING FADE ON/FADE OFF
	Outlets 1&2, 3&4, and 5&6 in tandem - Fade On To Steady On/Progressive Fade Off to Off/Cycles

**FIG.4A**

14 CASCADE ON/STEADY ON/CASCADE FADE OFF  
 Progressive Slow Chase to Steady On/Regressive Slow Chase to Off/2 Cycles  
 15 CASCADING FADE ON/STEADY ON/CASCADE FADE OFF  
 Progressive Fade to Steady On/Regressive Fade to Off/1 Cycle  
 16 RANDOM FLASH  
 Random Sequence of Slow Flash to Fast Flash  
 17 3 X 2 CHASING  
 Outlets 1&2, 3&4, and 5&6 Progressive Chase in Tandem  
 18 4 OUTLETS FADE UP & DOWN (OUTLETS 5 AND 6 STEADY ON)  
 Outlet 1 thru 4 Progressive Fade On to Steady On in Tandem/Progressive Fade to Off  
 Outlets 5&6 are Steady On Function (ideal for using animated lighting or chasing lights – these  
 outlets will not interfere with the functions of lights using their own control boxes or motors)  
 9 ALL PROGRAMS 01–18 IN SEQUENCE  
 All SHOWs play in Sequence – Starting 02 Up to 18 for maximum presentation of effects

FIG.4B

FIG.4A
FIG.4B

FIG.4

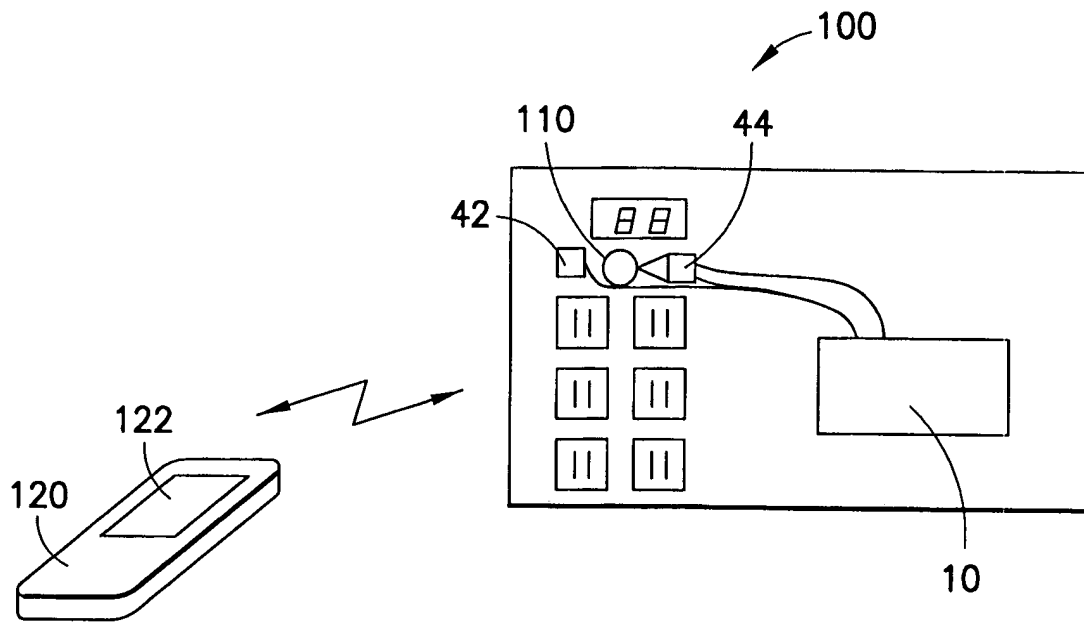


FIG. 5

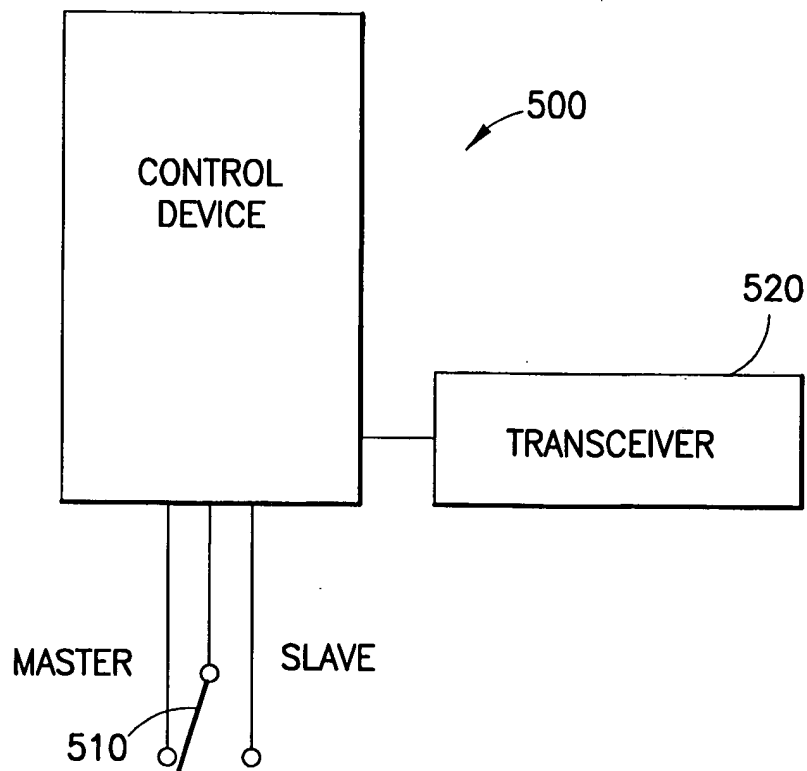


FIG. 7

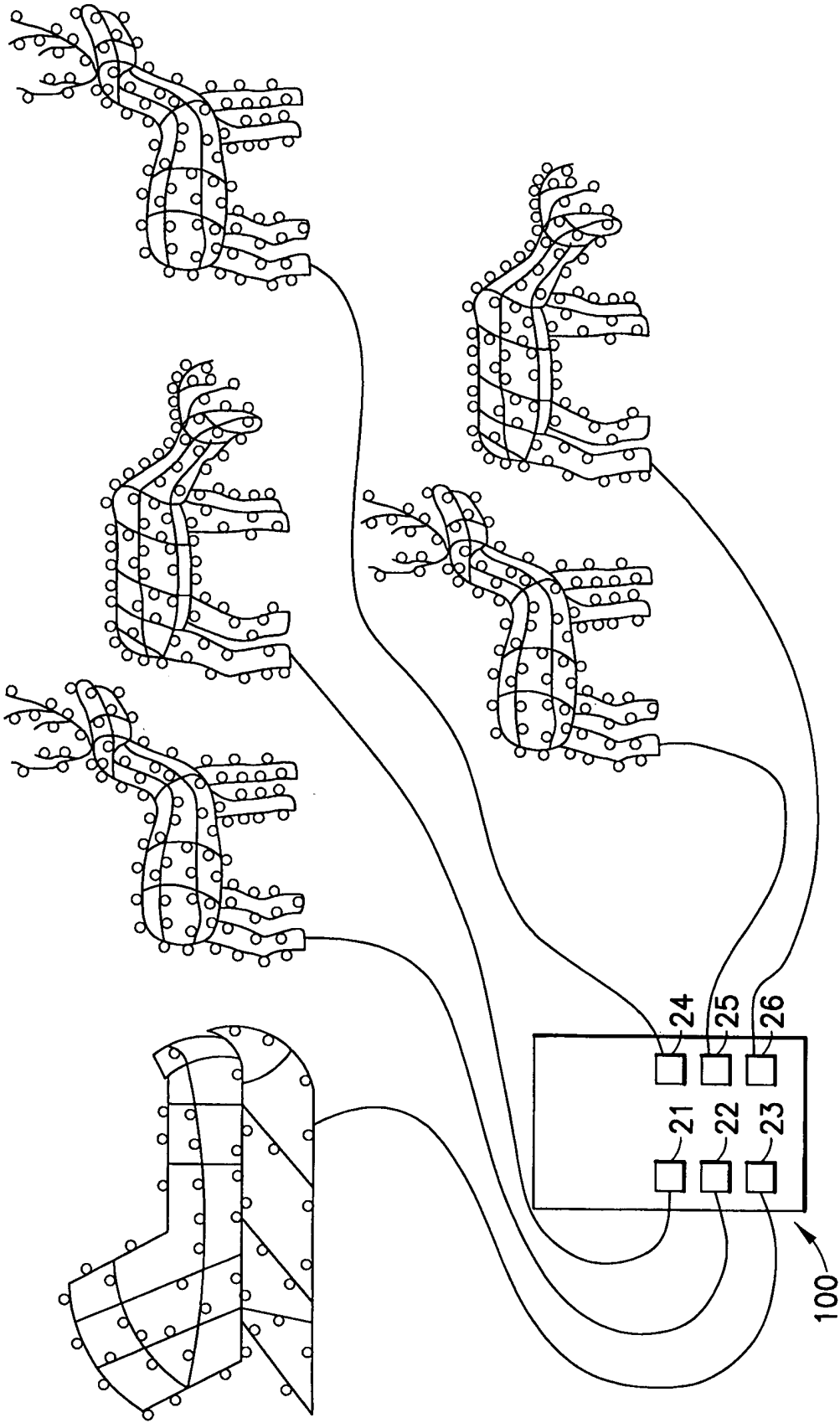


FIG.6